

WHAT IS CLAIMED IS:

1. A method for operating a plurality of gaming machines in a bonus round, comprising the steps of:

providing an attraction mechanism for each gaming machine;

electronically linking said gaming machines; and

5 causing said attraction mechanisms to be operated as a group when any one of said linked gaming machines provides an electronic signal indicative of a bonus round being activated.

2. The method of claim 1 wherein said attraction mechanism comprises a mechanical apparatus which has external moving parts, said parts being caused to move upon operation.

3. The method of claim 2 wherein said mechanical apparatus is a human figure having at least one moving limb.

4. The method of claim 3 wherein said human figure is caused to dance upon operation.

5. The method of claim 1 wherein all of said attraction mechanisms are caused to be operated simultaneously.

6. The method of claim 1 wherein said attraction mechanisms are caused to be operated in a staggered manner.

7. The method of claim 1 wherein all of said attraction mechanisms continue to be operated until none of said linked gaming machines is in a bonus round.

8. A method for operating a plurality of gaming machines, comprising the steps of:
providing an attraction feature for each gaming machine; and

causing said attraction features to be operated as a group when any one of said linked gaming machines provides a signal indicative of a predetermined event designed to activate an attraction feature.

9. The method of claim 8 wherein said predetermined event is the entry into a bonus round.

10. The method of claim 8 wherein all of said attraction features are caused to be operated simultaneously.

11. The method of claim 8 wherein said attraction features are caused to be operated in a staggered manner.

12. The method of claim 9 wherein all of said attraction features continue to be operated until none of said gaming machines is in a bonus round.

13. The method of claim 8 further including the step of electronically linking said gaming machines.

14. A coordinated group of gaming machines, comprising:
a plurality of gaming machines, each machine having a basic game which a player can play;
an attraction mechanism associated with each said gaming machine;
an operator for each said attraction mechanism responsive to an activation signal;
a communication network linking said operators; and
a signal generator which yields an activation signal upon a predetermined event, said activation signal being communicated to each said operator to operate said attraction mechanisms as a group.

15. The gaming machines of claim 14 wherein said attraction mechanism comprises a mechanical apparatus which has external moving parts, said parts being caused to move upon operation.

16. The gaming machines of claim 15 wherein said mechanical apparatus is a human figure having at least one moving limb.

17. The gaming machines of claim 16 wherein said human figure is caused to dance upon operation.

18. The gaming machines of claim 14 wherein all of said attraction mechanisms are caused to be operated simultaneously.

19. The gaming machines of claim 14 wherein said attraction mechanisms are caused to be operated in a staggered manner.

20. The gaming machines of claim 14 wherein said predetermined event is the entry of a machine into a bonus round, and all of said attraction mechanisms continue to be operated until none of said gaming machines is in a bonus round.

21. The method of claim 8 wherein said attraction feature comprises a projected display, and further including the step of providing a visual output for said display when said attraction feature is caused to operate.

22. The method of claim 21 wherein said displays are caused to be operated simultaneously.

23. The method of claim 21 wherein said displays are caused to be operated in a staggered fashion.

24. The method of claim 23 including the further step of coordinating said displays in operation with each display providing a different part of an overall presentation of said group.

25. An electronically linked group of gaming machines, comprising:
a plurality of gaming machines, each machine having a basic game upon which a player places a wager and plays said basic game;

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a signal generator which yields an activation signal upon a predetermined event in operation of a gaming machine, said activation signal being communicated to each said controller to operate said mechanized features as a group.

32. The gaming machines of claim 31 wherein said projected display is generated by a laser projection system.

[illegible]

33. The gaming machines of claim 32 wherein said laser projection system includes a domed projection surface on said gaming machine, said laser projection system projecting said visual output upon an interior side of said surface with said output being visible from the outside of said surface.

34. A gaming system comprising:

a plurality of gaming machines;

an attraction feature associated with each gaming machine which can be caused to function;

5 at least one controller linking said attraction features and causing said attraction features to operate as a group.

35. The gaming system of claim 34 further including an operator for each said attraction feature responsive to an activation signal, a communication network linking said operators, and a signal generator which yields an activation signal upon a predetermined event, said activation signal being communicated to each said operator by
5 said controller to operate said attraction features as a group.

36. The gaming system of claim 34 wherein said function is at least one of a visual and aural character.

37. The gaming system of claim 36 wherein said predetermined event is entry into a bonus round.

38. The gaming system of claim 36 wherein said attraction feature comprises a mechanical apparatus which has external moving parts.

39. The gaming system of claim 38 wherein said mechanical apparatus is a human figure having at least one movable limb.

40. The gaming system of claim 39 wherein said figure is caused to dance.

41. The gaming system of claim 34 wherein all of said attraction features are caused to be operated substantially simultaneously.

42. The gaming system of claim 34 wherein said attraction features are caused to be operated in a staggered fashion.

43. The gaming system of claim 34 wherein said attraction features are caused to be operated with each attraction feature providing a different part of an overall presentation.

44. The gaming system of claim 34 wherein said attraction feature comprises a projected display having a visual output.

45. The gaming system of claim 44 wherein said projected display is generated by a laser projection apparatus.

46. The gaming system of claim 45 wherein said laser projection apparatus includes a domed projection surface on said gaming machine, said laser projection apparatus projecting said visual output upon an interior side of said surface with said output being visible from the outside of said surface.

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